**Ninja**

**Main Gate**

- **Park Entrance**

**Unfairness**

- **Circuits**
- **Blueprints**
- **Supporting strategies**

**1**

**Big Al’s Totally Legit Financial Services**

- **Purpose:** Loan
- **Take one or more loans at any time. It’s easy!**

- **GAIN 5 COINS**
- **10 POINTS**
- **DURABLE**
- **FAST APPROVAL**

- ** Doesn’t use a turn or action!**

- **GAIN 5 COINS**
- **20 POINTS**

- **0-3 COINS**

- **NO EXCUSES**
- **NO EXTENSIONS**
- **NO EXCEPTIONS**

- **Repay in points only.**
- **Due at end of game.**
- **No early repayment.**

This round, each player is affected by

**A Busy Month**

- **Draw three Event cards and choose one to keep.**

- **“Let’s do lunch. Have your people call my people.”**

**This round, each player is affected by**

- **A Masquerade Ball**
- **A Private Party**
- **An Equipment Recall**

**This round, each player is affected by**

- **Arsonists**

**Guests step:**

- **Each park with at least one open attraction that has a theme icon scores 5 extra stars.**

- **Guests step:**

  - You may choose to gain no coins at all. If you do, draw three Event cards instead.

**Guest Capacity**

- **Park limits:**
  - Guest capacity: 15
  - Super attractions: 1
  - Total attractions: 5

- **Super attractions require 5 stars.**

**Intrusion.**

- Demolish the topmost two upgrades on the attraction nearest to your park entrance and gain coins equal to their marked coin price.

**Inspection.**

- Close each attraction that has an Express Queue. Demolish all Express Queues.

**All will be revealed at the stroke of midnight.**

- **“We’re closed to the public — but next month we’ll have something special for everyone.”**

**The insurance investigators would probably suspect you, if you weren’t so stunned.**

**Some people just have no sense of humour about being splattered with hydraulic fluid.**

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**This round, each player is affected by**

**Ticking Packages**

A careless alarm clock salesman left his sample case behind. In several places at once.

**ASIAN FUSION**

**COMPLETE ALL ITEMS**
Penalty if incomplete: 10 points
• Any Food Outlet, with:
  + Ninja theme icon
  + Any other theme icon

**SHURIKEN**

**COMPLETE ALL ITEMS**
Penalty if incomplete: 10 points
• Any attraction, with:
  + At least 2 stars from Quality upgrades
  + Ninja theme icon

**SHORT SHARP SHOCK**

**COMPLETE ALL ITEMS**
Penalty if incomplete: 10 points
• Any Thrill Ride, with:
  + Vertical Drop Element
  + Express Queue

**BONUS TARGET**
Complete top section to qualify
• All attractions have a theme icon

**IRON WILL**

**COMPLETE ALL ITEMS**
Penalty if incomplete: 10 points
• All attractions are no larger than 5 icons in size

**FORBIDDEN KNOWLEDGE**

**COMPLETE ALL ITEMS**
Penalty if incomplete: 10 points
• Any Thrill Ride, with:
  + Any Guest Services upgrade
  + Any Feature upgrade
  + Any Quality upgrade
  + Ninja theme icon

**BONUS TARGET**
Complete top section to qualify
• No more than 3 attractions

**BONUS TARGET**
Complete top section to qualify
• No competitor has a Ninja theme icon

**First in Line**

Choose a card from the Market and put it into your hand.

**Dumpster Diving**

Search the Park discard pile and choose a card. Reveal it and put it into your hand.

**Anonymous Complaint**

Choose a type of ride attraction, then choose a competitor and close all attractions of that type in their park.

**Drunken Hooligans**

Intrusion. Choose a guest services upgrade in any park and demolish it.

"Won't anyone think of the children?"

"It's not a real party until they trash something."
Flurry of Activity

Draw two Event cards and play them immediately in any order you choose. Discard any unused cards.

Intel Gathering

Draw a Blueprint card, a Park card, and an Event card. Choose one to keep and discard the others.

Intel Gathering

Most of what your sources bring you is trash, and is filed accordingly.

Demolition Order

To play this event you must also choose an attraction in any park and discard a number of Event cards from your hand equal to its icon size. Demolish that attraction.

Industrial Espionage

Intrusion.

Choose Blueprint, Park, or Event. Take a random card of that type from the blueprints or hand of a competitor you choose. You may keep, discard, or return it.

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Intrusion.

Choose Blueprint, Park, or Event. Take a random card of that type from the blueprints or hand of a competitor you choose. You may keep, discard, or return it.

Shadow Dragon

Super Attraction – Thrill Ride

For some reason, the insurance form has no checkbox for “ninjas did it.”

Ninja Trick House

Super Attraction – Sideshow

Once per Park step:

As an action, you may move any number of upgrades in your park to any number of suitable attractions in your park.

Floorless Rollercoaster

Attraction – Thrill Ride

Built-in upgrade:

• Guest Services – Air Conditioning

Spirit Train

Attraction – Leisure Ride

Cinema

Attraction – Theatre
Nimble Chopsticks
Attraction – Food Outlet

You may use an action to build a Ninja Theme on this attraction for free.

Freak Show
Attraction – Sideshow

Once per Guests step:
Gain 1 extra coin.

Gate Guard
Staff Member

Once per Events step:
You may block an Intrusion event from affecting you.

Lost & Found Attendant
Staff Member

Once per Events step:
If a Park card was discarded from your park this round, you may search the Park discard pile and choose a card. Pay to build it immediately, or reveal it and put it into your hand.

Star Performer
Staff Member

Once per Events step: Intrusion.
Total the number of Ninja theme icons in your park. You may choose an upgrade that has a star value less than or equal to that total in any park and demolish it.

Extra Insurance
Resource

If an upgrade in your park is demolished as the result of an event, you may gain coins equal to its marked coin price.
If an attraction in your park is demolished as the result of an event, you may draw three Event cards.
Cleanup step:
You may pay 3 coins to keep this resource, otherwise discard it. If you overlook paying, you may not pay later.

“Oh no you don’t. Not on my watch.”

He’s been known to lose himself in his work.

Comfortable Seating
Upgrade – Feature

She’s invisible by night, but allows herself to be seen briefly at 10am and 2pm daily.

They don’t care whether you use the payout for rebuilding or revenge.

Comfortable Seating
Upgrade – Feature

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Corkscrew Element
Upgrade – Feature
Only on thrill rides
6

Vertical Drop Element
Upgrade – Feature
Only on thrill rides
10

Vertical Drop Element
Upgrade – Feature
Only on thrill rides
10

Air Conditioning
Upgrade – Guest Services
Not on rides
5

Express Queue
Upgrade – Guest Services
0

Express Queue
Upgrade – Guest Services
0

Express Queue
Upgrade – Guest Services
0

Express Queue
Upgrade – Guest Services
0

After you build this upgrade, you may choose a card from the Market and put it into your hand.

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Express Queue
Upgrade - Guest Services

After you build this upgrade, you may choose a card from the Market and put it into your hand.

Restrooms
Upgrade - Guest Services

Attractons can have more than one Superior Quality upgrade.

Superior Quality
Upgrade - Quality

Superior Quality
Upgrade - Quality

Ninja Theme
Upgrade - Theme

After you build this upgrade, you may draw a Blueprint card. You may keep it or discard it.